NUS-NKEE-USA

INSTRUCTION BOOKLET

KNIFE EDGE™

NoseGunner

EVERYONE

E

CONTENT RATED BY ESRB

KEMCO®

NINTENDO 64

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KNIFE EDGE™

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GETTING STARTED

WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON

- Turn the power OFF on your N64™
- Insert the Game Pak into the slot on the N64™. Press firmly to lock the Game Pak in place.
- Turn the power switch ON. After the appearance of the title screens, you may bypass at any time by pressing START.

DELETE CONTROLLER PAK MENU

Press and hold the START Button upon powering up or a reset to access the Delete Controller Pak Menu. This will allow you to view and delete saved information off a N64 Controller Pak.

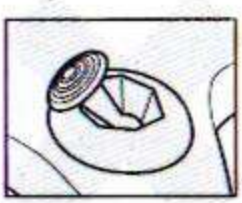
RUMBLE PAK™

This game is compatible with the Rumble Pak accessory. Before using the accessory, please read the Rumble Pak accessory instruction booklet carefully. Follow the on-screen instructions to determine when you should insert or remove the Rumble Pak accessory.

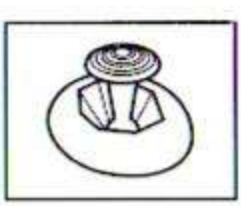
CONTROL STICK FUNCTION

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional +Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from it's neutral position on the controller.



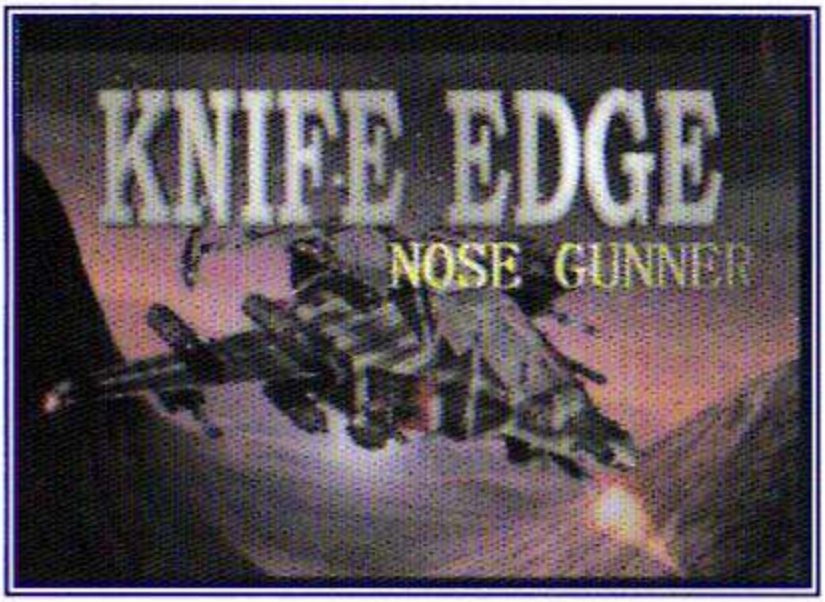
If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument – make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center℠.

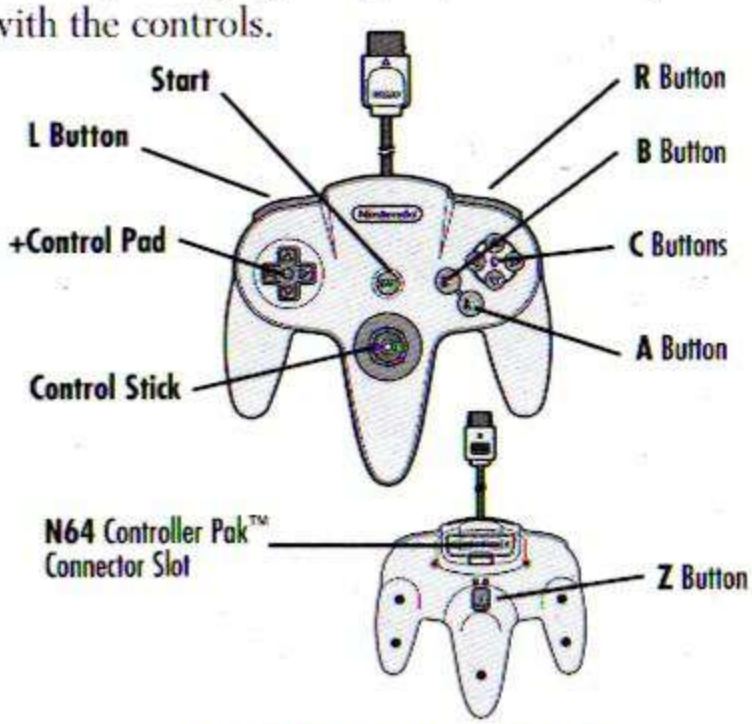
KNIFE EDGE INTRODUCTION



Earth colonies on Mars are invaded by insidious alien ectoplasm! It's up to you as the gunner in the experimental assault aircraft Knife Edge to blast away at the enemy and stop the invasion before the entire planet is engulfed by the mysterious lifeforms!

CONTROLLER

Before you begin your game, familiarize yourself with the controls.



MENU SELECTIONS

- Control Pad or Control Stick Left or Right to highlight options
- Press the **A** Button to select options
- Press the **B** Button to go back to the previous menu.

Press **START** to pause the game. To quit a game in progress, press **START**, then select "**EXIT**" and press the **A** Button. To continue playing, select "**RESUME**" and press the **A** Button.

CONTROLLER CONFIGURATION

Select your controller configuration from among controller types below.

Type A

B:	Special Bomb
Start:	Pause game and display Player statistics
Control Stick:	Cursor (Reverse)
R:	Cursor Center
R + B:	Special Weapons select
C:	Evasion
A:	Special Weapon
Z:	Vulcan

Type B

B:	Special Bomb
Start:	Pause game and display Player statistics
Control Stick:	Cursor
R:	Cursor Center
R + B:	Special Weapons select
C:	Evasion
A:	Special Weapon
Z:	Vulcan

Type C

+ Control Pad:	Cursor (Reverse)
R:	Special Bomb
L:	Cursor Center
Start:	Pause game and display Player statistics
C:	Evasion
L + R:	Special Weapon select
A:	Vulcan
B:	Special Weapon

Type D

+ Control Pad:	Cursor
R:	Special Bomb
L:	Cursor Center
Start:	Pause game and display Player statistics
C:	Evasion
L + R:	Special Weapon select
A:	Vulcan
B:	Special Weapon

- With Cursor (Reverse), the cursor moves in the direction opposite from which the key is pressed.

- When the Cursor Center button is pressed, the cursor returns to the center of the screen.

- To scroll through and select Special Weapons during game play (for Type A Controller Configuration) press and hold the R Button, then press the B Button to display the Special Weapons menu on screen. Your current Special Weapon is highlighted. Keep the R Button pressed and press and release the B Button to scroll through the available Special Weapons. Release the B Button and then the R Button to select the desired Special Weapon.

- You can also select Slow, Normal or Quick Cursor response in the Controller Configuration screen by pressing Up or Down on the Control Stick.

THE STORY

At the end of the 20th century, the United States announced the New Frontier Plan: an ambitious program to enable humans to migrate to Mars during the 21st century. The United States Congress approved an enormous budget for the National Aeronautics and Space Agency to initiate development of this program. Other technologically-advanced countries also participated in the plan. Through an unprecedented cooperative effort, the program progressed smoothly. By the middle of the 21st century, the New Frontier Plan members had built an orbiting space station; life on Mars would soon be a reality.

This plan for developing Mars was officially named the"Mars Frontier Project"(MFP). At the end of the 21st century, a domed structure called the "Plant" was built on Martian soil, and colonization finally began. The first wave of colonists applied themselves to terraforming the planet for human survival: adjusting the atmosphere and securing water resources.

Half a century passed. On Mars, the air was breathable, and oceans formed as the southern

ice caps continued to melt. Trees and shrubs gradually flourished; Mars was evolving from a planet of red dust into a lush, green environment. At the beginning of the fifth emigration wave, MFP officials received an alarming report from the Martian colonists: "Unknown lifeforms were appearing near one of the colonies."

Upon receiving the reports, key government officials on Earth were alarmed. To protect the colonists, the United Nations established a military relay station on the Martian moon Phobos and built a military post on Mars itself. This was the opportunity that restless armed forces worldwide had been awaiting! One day troops patrolling an undeveloped part of Mars discovered ancient ruins with what appeared to be signs of alien life! A reconnaissance unit was immediately dispatched; they reported that the ruins were of a civilization destroyed around the 11th century, Earth time.

Was this related to the numerous sightings of the strange creatures? One theory was that the restored atmosphere had awakened the previously dormant Martian creatures.
Soon after this the trouble began. First, commu-

nication from one of the colonies was suddenly cut off. Then, one after another, each of the other colonies as well as the military post lost all communication channels. An investigative party could leave immediately from Earth but would require several days to reach Mars. The United Nations therefore ordered a test squadron for a new type of experimental assault aircraft, stationed on Phobos, to investigate and eliminate the disturbances on Mars.

Soon after the squadron was airborne, transfer station monitors received the final communication from the military post on Mars: "Mayday! Mayday! What is that?! It's crawling on the surface... It's attacking!! Mayday, mayday!" Then, silence.

CAST PROFILES

Michael Samson
(Second Lieutenant, American)

A young gunner sent to investigate the trouble on Mars. As the gunner, he rides in the automatically piloted experimental aircraft and blasts the enemy. Although he has an impulsive side, he burns with a sense of duty and will bravely stand up against the attacking enemy.

Dr. Linx
(Exo-archeobiologist)

A noted scientist specializing in ancient alien theoretical biology, Linx was sent to the military post on Mars as an archeological researcher. Amazingly, she survived the enemy attack that destroyed her research colony. Because of this experience, Linx has valuable information about the enemy invader.

Gregory MacKenzie
(Wing Commander, British)

Samson's commanding officer who gives the player instructions and information from the relay station on the Martian moon, Phobos. A classic career British military man, he is calm and composed, and his subordinates unquestionably trust his judgement. While in active service, MacKenzie won fame for his bravery as the top pilot in the Royal Space Force.

KNIFE EDGE ASSAULT CRAFT

The player rides in a deep space jet fighter equipped with Vulcan Cannons, Homing Missiles and other powerful weapons systems. Utilizing the GEO data transmitted from the Phobos relay station, Knife Edge is automatically piloted to allow the player to devote full attention to shooting down the enemy hordes.

Weapons systems at your control are: . .

VULCAN CANNONS:
The main weapon. Center the cursor on your target using the Control Stick and press the Vulcan Button to fire. Keep the Vulcan Button pressed for continuous firing.

SPECIAL WEAPONS:
Knife Edge is equipped with an arsenal of Special Weapons, each with their own unique specifications. Different enemies activate different Special Weapons.

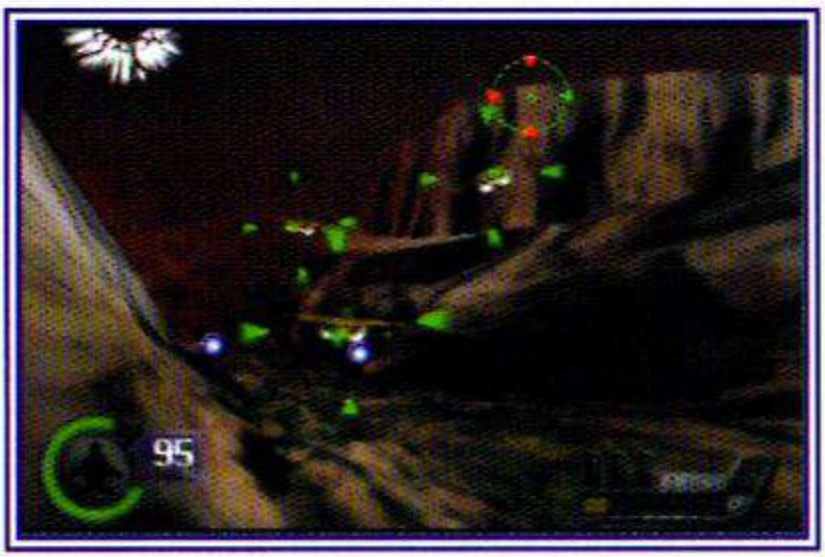
Homing Missile – These guided missiles lock-on to certain enemy targets. Very useful for fast moving targets.

Plasma Torpedo – These globes of pulsating energy are useful for locking on to numerous fast moving enemies. Plasma Torpedoes regenerate quickly for rapid deployment of destructive firepower.

Nuke – Low yield thermonuclear projectile for maximum destructive force. This weapon can only be fired directly in front of the aircraft, so use this Special Weapon on large, slow moving or stationary targets, or to clear out tunnels.

Flak – Nothing takes out multiple small enemies like a scattered dose of Flak energy. This shotgun blast-like weapon fires directly in front of Knife Edge.

Laser – The particle beam laser is a concentrated shot of energy that will penetrate any enemy directly in Knife Edge's cursor range.



Special Bomb:

Destroys all enemies on screen. Gain access to a Special Bomb after you destroy 30 enemies. Check your Special Bomb gauge on the screen. You may stock up to 3 Special Bombs.

Evasion System:
You may evade enemy attacks with the lateral thrusters by pressing the C Buttons. You can dodge up to 15 degrees using these thrusters. This system makes it possible to attack the enemy while skillfully dodging in-coming fire and missiles. It is indispensable for avoiding damage.

The lateral thrusters can also be used to maneuver Knife Edge to get a better attack angle on enemies (e.g., when using the Nuke Special Weapon on large bosses).

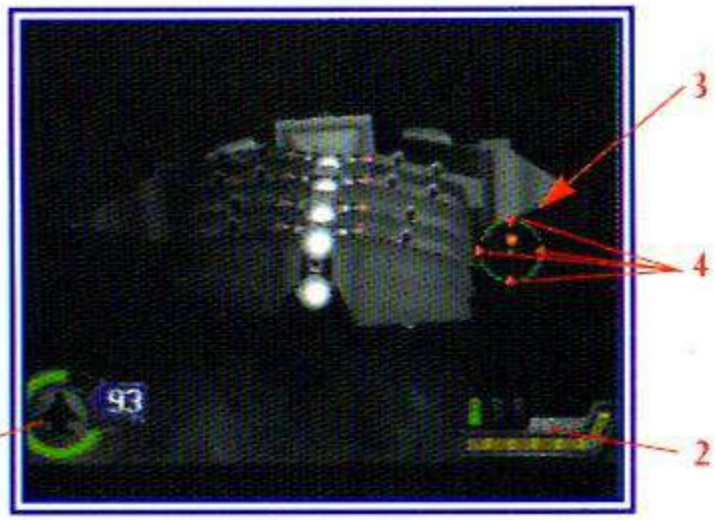
SCREEN DATA

Various indicators are displayed on the game screen. The player should try to use this information strategically when playing the game.

While communicating with the station:

Commander MacKenzie and Dr. Linx will transmit valuable information to you during these communication sessions.

During battle:



(1) The Knife Edge's hit point gauge. When this gauge goes below 30%, an icon blinks in red at the center of the screen.

(2) Special Bomb gauge. Every time an enemy is destroyed, this gauge increases. When it becomes full, you may use a Special Bomb. It is possible to stock up to 3 Special Bombs.

(3) Vulcan Cannon aiming cursor. The on-screen heads up display for targeting enemies.

(4) Homing Missile lock-on gauge. The 4 triangles surrounding the Vulcan Cannon targeting cursor turn red to indicate a locked-on enemy.

During battle with medium and large bosses:

The hit point gauge for enemies (medium and large bosses).

Pause:

SCORE 1800 POINT
PLAYER 1 STATUS
ENEMY DEFEAT 22% [2/ 9]
VULCAN LEVEL 1
HIT 6% [4/ 66]
SPECIAL WEAPON : HOMING MISSILE
PUSH START BUTTON

When you press the Start Button during game play, you pause the game and display current game status on the Pause Menu screen:

- Score: Displays your game score.
- Player 1 Status: Indicates which Player's game status is displayed. You can scroll through each Player's information screen using the Left and Right C buttons.
- Enemy Defeat: Displays your Kill Ratio (i.e., how many enemies you've destroyed).
- Vulcan Level: Displays current Vulcan Cannon level and accuracy ratio (how many shots fired have hit targets).

Press the Start Button again to display the next pause menu screen:

- Resume: Lets you continue the game.
- Restart Stage: Lets you restart the game from the beginning of the current Stage.

- Exit: Lets you reset the game to the title screen.

At stage clear:

- Score: Your total score for the Stage.
- Enemy Defeat: The enemy kill rate in the stage
- Vulcan level: The current Vulcan Cannon level and hit rate

At game over

Choose Retry to play again or Exit to quit play.

PICK-UP ITEMS

You can pick up these valuable upgrade modules by shooting them with your Vulcan Cannon.

These items include shields, Vulcan Cannon upgrades, and Bonus Points and those that appear, for example, when an enemy is destroyed.

When you pick up these items, you can receive the following:

Shield:
Shields restore 20% of your force shield.

Vulcan Cannon:
They raise the Vulcan Cannon level, increasing the destructive power of this deadly weapon. There are a total of 6 Vulcan Cannon levels.

GAME MODES

Knife Edge has the following four game play modes:

STORY MODE

One player challenges the dangers in the various stages of the game. In this mode, one player rides in the Knife Edge fighter aircraft.

You can choose an attack path in the Stage Title screen before the stage starts by pressing Left or Right on the Control Stick to scroll through the available Paths.

You will receive instructions from Wing Commander Gregory MacKenzie and challenge the various stages in order. At the end of each stage, a boss enemy appears. If you defeat the boss, you clear the

stage. If you clear all of the stages, you will be able to see a "clear ending" screen. Along the way, you will also participate in various sub-missions, including rescuing survivors.

All Special Weapons are available to the Player from the start.

PRACTICE MODE

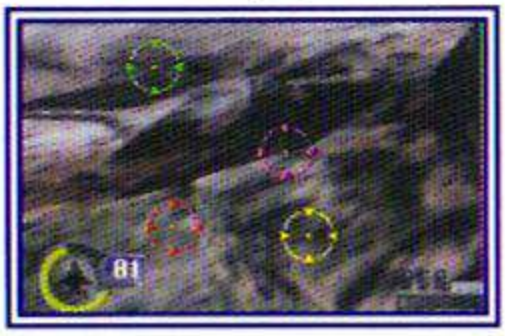
In this solo mode you can get used to the different weapons and evasion techniques available in the Knife Edge aircraft. There are three stages available to choose from in Practice Mode by pressing Left or Right on the Control Stick at the Stage Title screen. You can also shoot directional arrows to choose different paths in each stage.

All Special Weapons are available to the Player from the start.

TEAM MODE

Two to 4 players form a crew to play the game cooperatively on one screen. Each Player's on-screen cursor is a unique shape and color.

They share the same hit points, Special Weapons and Special Bombs. You play all of the stages



from Story Mode, and choose an attack path in the Stage Title screen before the stage starts as in Story Mode.

All Special Weapons are available to Players from the start, but multiple Players cannot use the same Special Weapon at the same time.

Multiple players - 1 against 1 (Player 1 vs. Player 2) or 2 against 2 (Players 1 and 3 Team vs. Players 2 and 4 Team) - compete in terms of score and kill rate.

BATTLE MODE

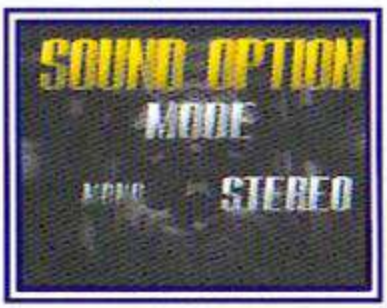
The screen is split vertically for hit point detection. Each side has its own hit points, Special Weapons and Special Bombs. Each Player's on-screen cursor is a unique shape and color. Teams must obtain Special Weapons by shooting the weapon icons scattered throughout the stage. A Team can "steal" a Special Weapon from an opposing Team by shooting its icon. You can also lose use of the Special Weapons by shooting a "MISS" icon.

You play the first three stages from Story Mode,

and you can choose your attack path in the Path Option screen before the stage starts.

OPTIONS

Sound Options (Sound Settings)



Mode: Switches between stereo and monaural sound output.

SE Volume: Sets the volume of the sound effects..

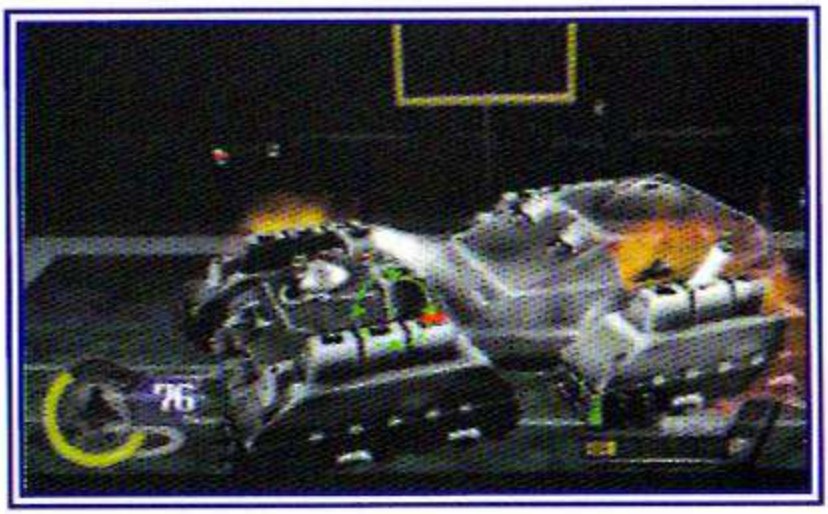
BGM Volume: Sets the volume of the background music.

Difficulty Level Select your desired difficulty level by pressing the Control Stick Left or Right, then set the level by pressing the START button. Each Difficulty Level opens up different paths in the Stages and alters the enemy attack patterns.

STAGES

Stage 1 Amethyst Ravine

Extending several hundred kilometers, this long, deep valley has become a desolate desert. It was once a paradise filled with wildlife and greenery, rich in natural beauty, with streams and waterfalls flowing in abundance.



Stage 2 Dead City

The military station receives faint distress signals from a colony thought to have been totally destroyed. Realizing that there are still survivors, the heroes embark on a rescue mission to explore the remains of what was once the largest colony on Mars.

Stage 3 Crimson Lake

An immense cliff emblazoned with the image of a humanoid face dominates the Martian desert landscape. The heroes believe there are survivors inside the mouth-like opening. Braving the danger, they charge in and discover a huge system of caves. Alake filled with molten red lava spreads out before them.

Stage 4 Cold Vengeance

In the northern polar region of Mars, the heroes discover a palace built by an ancient, advanced civilization. Due to sudden changes in the environment, the palace has become enclosed in ice, its form miraculously intact.

The heroes then return to the space station...

Multiple Path Information

Each mission can be unique!
Your route changes depending on the Difficulty Level, the items you acquire, the enemies you destroy and your path selection. There are more than 100 routes in Stage 1 alone!
Keep your senses sharp and your trigger finger poised!

ABOUT THE RUMBLE PAK

You may use the Nintendo 64 Rumble Pak to enhance your Knife Edge mission. If you insert the Rumble Pak into the controller, the controller will rumble when your aircraft is hit during the game (when it is attacked by the enemy, hit by obstacles, etc.). Your experience as a fighter-pilot is limited only by your imagination!

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